



# New Zealand Interschool Chess Competition

2018

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## 1 Definitions

### 1.1 Description of the New Zealand Interschool Chess Competition

The New Zealand Interschool Chess Competition is an official New Zealand Chess Federation (NZCF) event. It is a team competition, with Regional Qualifying events followed by a National Final held over the first weekend following the third school term. It is run in separate sections for Primary (year 1-6 students), Intermediate (year 7-8 students) and Secondary schools (year 9-13 students).

### 1.2 Primacy of NZCF Council

The NZCF Council (Council of the New Zealand Chess Federation) shall have power to make, alter, remove and interpret all rules and regulations.

### 1.3 Definition of a school.

A school is defined as an institution which has one name, is located in one building or connected adjacent buildings and is under one administrator and which provides core curricula in English, Mathematics, Science and Social Studies. A student will be considered to attend a school if and only if he or she physically attends classes at that school building and receives more than 50% of his or her core curricular instruction during those classes. Home-schooled teams are not eligible to compete.

### 1.4 Definition of teams

Teams comprise 4 players and 1 optional reserve who are students from the same school. All members in the team must be of the correct, or of a lower, school year (Primary years 1-6, Intermediate years 7-8, Secondary years 9-13). Exemptions will not be given to students who have skipped an academic year.

Players within a team are to be ranked for board order in what would be reasonably considered to be order of playing strength. For example, as a guide:

1. NZCF Rapid rating.
2. NZCF Standard rating.
3. Other official international (i.e. FIDE or foreign chess federation) rating.
4. Unrated players ranked in descending order of estimated playing strength.

Players must keep to their team order for the duration of each competition. If a team has a reserve player, he/she may only play at board 4. Regardless, the Arbiter can instruct a team to change the playing order if, in the Arbiter's opinion, they are blatantly not ranked in order of playing strength.

Any Team, School or Team Captain attempting to manipulate board order (by not listing players in reasonable order of strength) may be reported to the NZCF Council, with possible sanctions including suspension from the following year's competition.

Team order for the National Final may be different to that of the Regional Qualifying Competition.

## **1.5 Definition of Regions**

Regions are defined as:

1. Northland
2. North Shore
3. West Auckland
4. Central Auckland
5. East Auckland
6. South Auckland
7. Waikato
8. Bay of Plenty
9. Gisborne
10. Wanganui
11. Taranaki
12. Hawkes Bay
13. Manawatu
14. Wairarapa
15. Wellington
16. Marlborough
17. Nelson/Tasman
18. West Coast
19. Canterbury
20. Otago
21. Southland

Each region can have one representative team in the National Final for each section (Primary, Intermediate and Secondary). **New for 2018:** if a region has 20 or more teams in a category then that category receives a second qualification place to the National Finals. If a region has 30 or more teams in a category then that category receives three qualification places to the National Finals. Any extra qualification places available in a category would go to different schools (the same school cannot win more than 1 place).

## **1.6 Interschool Co-ordinator**

The National Interschool Co-ordinator provides a link for communication between the NZCF, the National Final Organiser, the Regional Organisers, and their representative schools.

The NZCF Council appoints the Interschool Co-ordinator.

## **1.7 National Final Organiser**

The National Final Organiser is responsible for organising the National Final.

The NZCF Council appoints the National Final Organiser.

## **1.8 Regional Organiser**

The Regional Organiser is responsible for organising Regional Qualifying competitions in order to select the school(s) to represent their region.

There can be a different Regional Organiser for different sections (Primary, Intermediate and/or Secondary) within the same region.

Individuals or organisations intending to be Regional Organisers contact the Interschool Co-ordinator who will communicate their intention to the NZCF Council. The NZCF Council appoints the Regional Organiser(s) for each region.

## **1.9 Arbiter**

The Arbiter is responsible for the competition. Where there are multiple arbiters in a competition, one will be the Chief Arbiter who has overall responsibility.

Arbiters should be experienced and familiar with FIDE regulations and appropriate chess tournament administration software.

Arbiters will be responsible for:

1. Making pairings.
2. Ensuring overall compliance with rules and regulations.
3. Handling disputes and making rulings.
4. Making sure that the participants and spectators observe a high standard of chess etiquette and refrain from disturbing or harassing their opponents. In doubtful cases the Arbiter shall decide what constitutes a disturbance and shall act accordingly.

The Arbiter and/or his/her assistants should be familiar with:

1. Appropriate chess tournament administration software.
2. Each type of chess clock in use (including how to pause and adjust the time mid game if required).
3. The FIDE Laws of Chess.
4. The rules provided in this document.
5. The FIDE tournament regulations.
6. Regulations for rapid play.

The arbiter is appointed by the Organiser of the competition (National Final or Regional).

## **1.10 Assistant Arbiters**

Assistant Arbiters support the Arbiter, and have the following specific tasks:

1. To ensure that the playing equipment is in order and is set up ready for the start of each game.
2. To check that the players are correctly seated, with the correct colours and facing the correct opponents.
3. To prevent any unnecessary conversation in the course of play.
4. Report any infringements of the regulations to the Arbiter.

Assistant Arbiters cannot make rulings unless deputised by the Arbiter to do so.

## **2 Rules and Regulations**

### **2.1 Format**

Competitions comprise three sections:

- Primary (years 1-6 students).
- Intermediate (years 7-8 students).
- Secondary (years 9-13 students).

The competition of each section can be held over different times and venues.

### **2.2 Scoring System**

Match points will be used for scoring and pairing.

Regional Organisers may use Game points for scoring and pairing for Regional Qualifying competitions.

### **2.3 Tie-Breaks**

Tie-breaks are used to determine final standings. The tie-break methods are applied in the following order (for Swiss systems):

1. Game Points (or Match points if Game points used as scoring system)
2. Weighted Boards
3. Cumulative (Sum of progressive scores)
4. Buchholz Total
5. Sonneborn-Berger
6. Buchholz Cut 1

### **2.4 Chess rules to be followed**

All games are to be played according to the FIDE Laws of Chess, except where varied by these Interschool rules.

The official FIDE Laws of Chess for 2018 are available from FIDE at the following website:

<http://www.fide.com/component/handbook/?id=208&view=article>

### **2.5 Good Sportsmanship rule**

Non-withstanding other rules in this document, NZCF consider it desirable that children learn sporting behaviour at the chessboard, and that game outcomes are decided by skilled play on the chessboard.

Therefore:

1. Illegal moves or actions do not lose the game. The move must be retracted & a legal move substituted.
2. Warnings and time penalties (not forfeits) are the appropriate punishments for illegal moves and other minor & accidental rule infringements.
3. The arbiter retains discretion to forfeit a player repeatedly or deliberately playing illegal moves.
4. There is no default for late arrival at the chessboard – the time penalty suffered from the clock being started is sufficient.

## 2.6 Time control

A single rapid time control with increments is used.

Examples of rapid time controls:

- 25 minutes per player plus 5 seconds increment per move.
- 15 minutes per player plus 5 seconds increment per move.

Where increment time controls are not able to be used e.g. insufficient digital clocks, FIDE Laws of Chess, Guidelines III. Games without increment including Quickplay Finishes applies. In particular article III.4 would be applied. If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

Note that such a request is an offer of a draw to the opponent. If the opponent accepts, the game is drawn. If the opponent refuses to draw, the arbiter shall set the clocks to provide a time delay (Bronstein) of 5 seconds for both the player and the opponent. Additionally, the opponent's available time will be increased by 2 extra minutes. The game shall then continue. If this is not possible because there are no digital clocks available, Article III.5 applies.

## 2.7 Rating of games

If an organiser wishes games to be NZCF-rated then the following information and any applicable rating fees need to be supplied to NZCF for each player:

- Official name (surname, given names).
- Gender (male/female).
- Date of Birth (Year, Month, Day).
- NZCF ID number if available.

## 2.8 Penalties regimen

The arbiter can apply one or more of the following penalties:

- Warning.
- Increasing the remaining time of the opponent.
- Reducing the remaining time of the offending player.
- Declaring the game lost.
- Reducing the points scored in a game by the offending party.
- Increasing the points scored in a game by the opponent to the maximum available for that game.
- Exclusion for one or more rounds.
- Expulsion from the event.
- The decision of the arbiter shall be final.

## 2.9 Rulings on topics not covered

For rules not covered in this document, the FIDE rules and regulations will apply. Refer to the FIDE Handbook available at: [http://www.fide.com/handbook?option=com\\_handbook](http://www.fide.com/handbook?option=com_handbook)

## 2.10 Rules specific to Regional Qualifying events

### 2.10.1 Entry fee and NZCF Levy

Regional organisers may charge an entry fee to each team, not to exceed \$40 per team. The Regional Organisers are responsible for collecting and paying a NZCF tournament levy of \$10 per team that participates in the regional tournament(s).

A NZCF payment form is available for download from:

<http://www.newzealandchess.co.nz/resources.html>

For payment by cheque, send the levies and NZCF payment form to: New Zealand Chess Federation Inc, PO Box 216, Shortland Street, Auckland 1140. For direct payments into the NZCF bank account, the number is: 01 0535 0073257 00. It is important the payment is

property referenced so it may be identified.  
Levies are due for payment within 14 days of an event finishing.

### 2.10.2 Notifying the Interschool Co-ordinator

At the completion of the Regional Qualifiers, the Regional Organiser must provide the Interschool Co-ordinator *and* the NZCF Secretary by email:

- Results of all players (preferably as Orion or VegaTeam tournament folders and files).
- Contact details of the school that qualified to represent the region at the National Finals.
- The amount paid in interschool tournament levies to the NZCF.

### 2.10.3 Exemptions and changes

Regional Organisers may apply for exemptions or changes to rules and regulations for their competitions from the NZCF Council through the Interschool Co-ordinator.

## 2.11 Rules specific to the National Finals

### 2.11.1 Budget

The National Final Organiser is responsible for financing the tournament. Each participating team in the Final must pay an entry fee of \$30 direct to the National Final Organiser by 1<sup>st</sup> September. Acceptance of late entries after that date shall be at the discretion of the Organiser, and subject to a \$40 late entry fee. The NZCF is responsible for providing medals.

### 2.11.2 Registration of Teams

Teams must register their confirmed entry with the National Final Organiser by 1<sup>st</sup> September. This includes emailing the names of the expected team members in intended board order. Any subsequent team member changes should be notified promptly by email.

Entries received after 1<sup>st</sup> September shall be accepted, subject to a late-entry fee payment of \$40 to the National Final Organiser.

The National Final Organiser shall not accept any entry notified less than 7 days before the event begins.

NZCF may, at its discretion, issue direct invitations to individual schools to participate in the National Finals. An entry fee of \$100 per team shall be payable to NZCF on acceptance. For example, if there are no qualifying events in an area, NZCF may apply this rule.

### 2.11.3 Format

The event comprises three sections:

1. Primary (years 1-6 students).
2. Intermediate (years 7-8 students).
3. Secondary (years 9-13 students).

Each section will be run as a Swiss with 7 rounds.

### 2.11.4 Schedule

The event is held over the first weekend following the third school term. Duration is one and a half days. Schedule is usually as follows:

Saturday	Players assembly	10.00am
	Round 1	10.20am
	Round 2	11.30am
	Lunch Break	12.30pm



	Round 3	1.30pm
	Round 4	2.40pm
	Round 5	3.50pm
Sunday	Round 6	10.00am
	Round 7	11.10am
	Prize giving	12.30pm

### **2.11.5 Time control**

The time control will be 25 minutes plus 5 seconds increment per move using digital chess clocks.

### **2.11.6 Special conditions for host school**

A host school gains guaranteed qualification to the National Final, but still must participate in their regional competition. Additionally if one week before the event an odd number of teams have entered, the National Final Organiser may allocate a second team from the host school (or if different section from host school, a team from a school in the region of the host school), in order to avoid byes.

### **2.11.7 Appeals Procedure**

If a team wishes to appeal a decision of an Arbiter then the following procedure will apply:

1. The appeal must be in writing and accompanied by payment of an appeals fee of \$50 (refundable if the appeal is successful) to the National Final Organiser.
2. An Appeals Committee consisting of three members will be formed by the National Final Organiser. The members shall be the arbiter concerned with the dispute and two other experienced and appropriate individuals (such as two other Arbiters). The National Final Organiser shall be entitled, to appoint himself/herself as one of the Appeals Committee members.
3. The Appeals Committee would then consider the appeal in any way it considers appropriate.

The decision of the Appeals Committee is final.

### **3 Contact Information**

Details of Regional Organisers and updated information about this competition (including these rules and any updates) can be found on the NZCF website:

<http://www.newzealandchess.co.nz/intschoolscal.html>

Interschool Co-ordinator for 2018

Craig Hall, e-mail [chess@fastmail.com](mailto:chess@fastmail.com).

#### **3.1 NZCF Secretary**

To be confirmed after the AGM.

Send advance details of events for inclusion in the New Zealand Chess calendar of events:

<http://www.newzealandchess.co.nz/intschoolscal.html>

#### **3.2 National Final for 2018**

National Final dates for 2018: Saturday 29<sup>th</sup> September & Sunday 30<sup>th</sup> September 2018

Venue: Mount Maunganui

National Final Organiser: Bob & Viv Smith, email [caissa1530@gmail.com](mailto:caissa1530@gmail.com)

See details at

<http://www.newzealandchess.co.nz/calendar.html>